

Address	Type	Name	Value
0x0000	IntGrid2D	ttt	0x0014
0x0001			
0x0002			
0x0003			
0x0004			
0x0005			
0x0006			
0x0007			
0x0008			
0x0009			
0x000A			
0x000B			
0x000C			
0x000D			
0x000E			
0x000F			
0x0010			
0x0011			
0x0012			
0x0013			
0x0014	int	x1	-1
0x0015	int	y1	1
0x0016	int	x2	1
0x0017	int	y2	-1
0x0018	char	value	*space*
0x0019	char[][]	grid	0x001D
0x001A	char[]	grid[0]	0x001E
0x001B	char[]	grid[1]	0x0022
0x001C	char[]	grid[2]	0x0026
0x001D	int	grid.length	length 3
0x001E	int	grid[0].length	length 3
0x001F	char	grid[0][0]	*space*
0x0020	char	grid[0][1]	*space*
0x0021	char	grid[0][2]	*space*
0x0022	int	grid[1].length	length 3
0x0023	char	grid[1][0]	*space*
0x0024	char	grid[1][1]	*space*
0x0025	char	grid[1][2]	*space*
0x0026	int	grid[2].length	length 3
0x0027	char	grid[2][0]	*space*

Decides how big the array will be
and capture the memory area

0x0028	char	grid[2][1]	*space*
0x0029	char	grid[2][2]	*space*

```
IntGrid2D ttt = new IntGrid2D(-1,1,1,-1, ' ');
```

```
public class IntGrid2D implements IIntGrid2D{
```

```
    int x1, x2, y1, y2;
```

```
    char value;
```

```
    char[][] grid;
```

```
    public IntGrid2D(int up_left_x, int up_left_y, int low_right_x, int low_right_y, c
```

```
        x1 = up_left_x;
```

```
        x2 = low_right_x;
```

```
        y1 = up_left_y;
```

```
        y2 = low_right_y;
```

```
        value = v;
```

array will be
memory area →

```
        grid = new char[Math.abs(x2 - x1) + 1][Math.abs(y2 - y1) + 1];
```

```
        for(int i = 0; i < Math.abs(x2 - x1) + 1; i++){
```

```
            for(int j = 0; j < Math.abs(y2 - y1) + 1; j++){
```

```
                grid[i][j] = value;
```

```
            }
```

```
        }
```

```
    }
```



```
char v){
```

